For Atari® 2600 VCS™ and Sears Video Arcade™

XONOX™

DOUBLE-ENDER™

GHOST MANOR™

GAME INSTRUCTIONS

You (either a girl or boy, your choice) stand in a lonely graveyard outside Ghost Manor. A friend is trapped inside. You must find a way to enter the Manor and rescue the prisoner through 5 game screens. But beware! Unfriendly ghosts lurk behind tombstones; witches and goblins haunt the entryway; and demons and ghastly spirits may attack at any moment. It's very dark. Only brief flashes of lightning aid your search for the magical coffin. Remember...finding your friend is only half the game. You must then find a safe way out. Ghoul luck!

Get Ready to Play Ghost Manor

1. Hook up your video game system. Follow the manufacturer's directions.

2. With the power "OFF", plug in game cartridge. The XONOX Double-Ender — with Ghost Manor and Spike's Peak — gives you twice the fun with two totally separate games, one on either end of the cartridge. To play Ghost Manor, insert the end of the cartridge labeled "Ghost Manor" into your video game system.

3. To prolong the life of your XONOX Double-Ender, you may want to use the dust cover provided to protect the game end not in use.

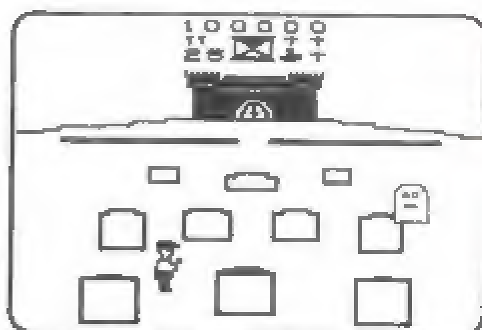
4. Now turn the power on. If no picture appears, check connection of your game console to TV; then repeat steps 1, 2 and 4.

5. Plug in left joystick controller. One player at a time only. Hold joystick with the red button in the upper left position.

6. Set both difficulty switches to "B" to begin with (see game instructions for advanced difficulty settings).

7. To begin or to start a new game, press "GAME RESET."

NOTE: Always turn the console power switch "OFF" when inserting or removing a XONOX cartridge. This will protect the electronic components and help prolong the life of your XONOX games.



GHOST MANOR Video Game

It's a stormy night with lightning flashing all around. A scary challenge awaits you in GHOST MANOR.

Your friend is being held prisoner by Dracula inside the eerie GHOST MANOR castle. As night falls your job is to rescue your friend held prisoner by Dracula and escape from the castle — all before dawn.

A friendly ghost will help you at first, but beware of the guardian spooks — bats, skulls, scorpions, and the evil chopping mummy. Find crosses and treasure points hidden in caskets in the castle mazes along the way to save your friend.

1. OBJECT of the GAME:

Rescue your friend being held prisoner by Dracula, while collecting as many points as possible before time runs out. Highest score wins.

There are 5 play screens in the game.

2. CONTROLS:

Play with the LEFT JOYSTICK and FIRE BUTTON. One player at a time only.

3. SCORE DISPLAY:

a) Top line of numbers is your points SCORE.
b) HOURGLASS in center shows time — you have 4 minutes to play! There are 8 grains of sand in the glass, each worth 30 seconds of play.
c) SHOTS counter in lower left indicates number of spears collected in 1st play screen, and shots remaining in 2nd play screen.
d) SPEAR tokens above SHOTS counter indicate every 10 shots collected. A maximum of 2 SPEAR tokens will display.
e) LAMP token in lower right corner tells you that you have the lantern for use inside the castle to light the way.
f) CROSS tokens indicate how many crosses you possess to repel DRACULA (a maximum of 3 crosses will display).

4. BOY — GIRL player selection:

Use the COLOR-BW switch to select your player as a girl or boy:

COLOR = Girl rescues boy BW = Boy rescues girl

5. Difficulty SWITCHES:

There are 4 difficulty levels. Set the switches before you start to play. Once the game has begun the difficulty setting is locked in place.

Difficulty Level	Left Switch	Right Switch
1 - easy	B - novice	B - novice
2 - medium	A - expert	B - novice
3 - hard	B - novice	A - expert
4 - hardest	A - expert	A - expert

Difficulty switch settings have the following effects on each play screen:

Screen	Difficulty Level selects:
1	a) "Rainbow Ghost" or "Bones" tag partner b) Number of shots needed to advance to next screen: 25 shots for easy 20 shots for medium 15 shots for hard 10 shots for hardest
2	a) Speed of evil chopping mummy Slowest speed for easy Fastest speed for hardest
3&4	a) Right difficulty switch lights LAMP if in B-novice position b) Left difficulty switch sets speed of MOVING WALL
5	a) Speed of Dracula chasing you.

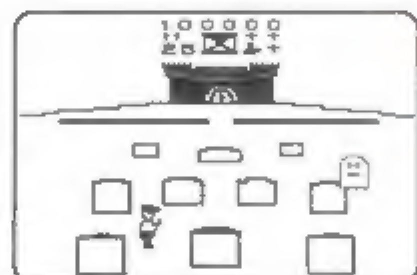
Summary of Difficulty selections:

Difficulty	Character	Shots needed	Mummy Speed	Lamp	Moving Wall Speed
EASY	Play tag with RAINBOW GHOST	25	slowest	light	slow
MEDIUM	Play tag with BONES	20	slow	light	fast
HARD	Play tag with RAINBOW GHOST	15	fast	dark	slow
HARDEST	Play tag with BONES	10	very fast	dark	fast

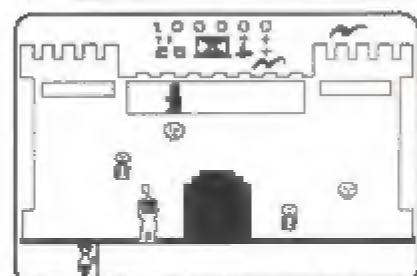
Note: To owners of Sears Telegames® Video Arcade.™ difficulty is called "skill".

Game Layout:

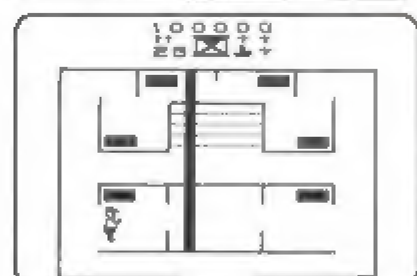
There are FIVE play screens in the game:



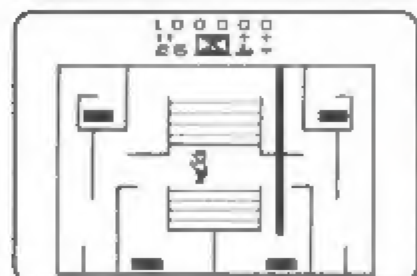
1. GRAVEYARD — screen 1
At beginning of the game tombstones rise from the dead. You play tag with the friendly RAINBOW GHOST or BONES the SKELETON to collect spears to shoot in the next screen.



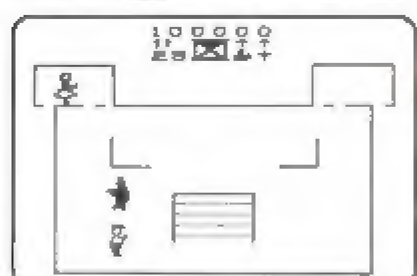
2. THE GATE IN FRONT OF GHOST MANOR CASTLE — screen 2
Many flying spooks guard the castle entrance, and their leader, the evil CHOPPING MUMMY tries to stop you. Shoot the spooks by hurling your spears at them. Kill the mummy after the guards are eliminated.



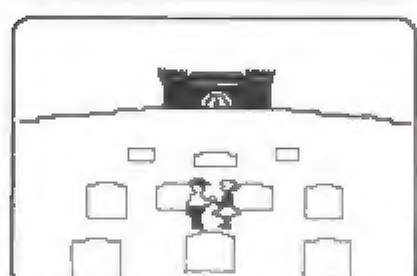
3. 1st FLOOR INSIDE THE CASTLE — screen 3
Lightning flashes in the night — your only visible guide unless you have the lamp lighted. A maze of corridors and rooms with caskets awaits you. Touch the casket just right to find an extra cross and treasure points. BEWARE touching the stationary walls — they are electrified and can stun you. Watch out for the moving wall — it can crush you to death. Stairs lead to the next floor.



4. 2nd FLOOR INSIDE THE CASTLE — screen 4
More elaborate mazes with more caskets. Collect treasure points and another cross from the caskets, but watch your time — and the moving wall! Stairs lead to next floor.



5. PRISON ATOP THE CASTLE — screen 5
Here is the prison holding your friend, and the sinister guard DRACULA! You must imprison DRACULA to free your friend by using the crosses to repel DRACULA. BEWARE he follows your every move! Rescue your friend and get to safety down the stairs — before time runs out!



6. CONCLUSION — back to the graveyard.
As dawn breaks you will be returned to the graveyard. If victorious a merry melody plays and you rejoice with your friend. If you lost, both of you are doomed to descend into the ground with the tombstones!

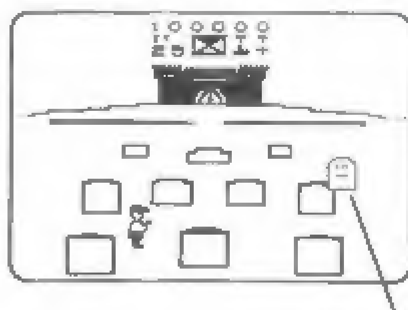
PLAY ACTION — Screen 1
GRAVEYARD GHOST TAG

When you press the GAME RESET switch, an introduction theme song will play as the tombstones rise from the dead.

Don't linger too long on this screen — time is running out!

Use the JOYSTICK to follow the friendly ghost from tombstone to tombstone to collect spears needed later, and also to collect points. You must be moving and touch both the Ghost and a tombstone at the same time to collect a spear.

When you have collected enough spears you will be magically transported to the front gate of the GHOST MANOR castle.



You may not LURK on a tombstone waiting for the GHOST to pass — you must be moving at all times to collect a point.

The Skeleton BONES will appear instead of RAINBOW GHOST in the medium and hardest difficulty levels to indicate that the game will be harder.

Point Scoring in Screen 1

— You will hear a BEEP every time you have tagged the ghost and collected a spear.

— You may collect up to 3 spears per second, and 10 points for each spear.

HINT: Try to move in a pattern around the tombstones just ahead of the GHOST.

Ways to Lose Life in Screen 1

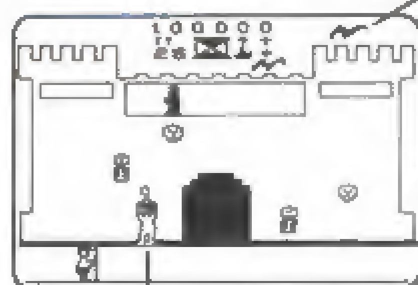
- Time runs out

PLAY ACTION — Screen 2 The entrance to GHOST MANOR castle.

If you run out of spears before killing the mummy you will be forced to end the game, by either being killed by the mummy or time running out.

Use your JOYSTICK to move from right to left across the screen, and the FIRE BUTTON to shoot spears. Aim carefully as you have a limited number of shots.

Here you use the spears collected in screen 1 to shoot the spooks.



You must evade the chopping mummy. If he chops you it's "curtains", and the game is over.

Don't miss the flying bats high above the castle — they are hard to see and you may only see them when the lightning flashes or in other light areas.

You must shoot all 7 of the flying spooks (scorpions, skulls, black knight, and bats) BEFORE you can kill the mummy and then advance to the first floor inside GHOST MANOR castle.

Point Scoring in Screen 2

For each of the different spooks hit, the following points are obtained:

From screen TOP to BOTTOM:

BAT	1000 points
BAT	800 points
BLACK KNIGHT	900 points
SKULL	300 points
SCORPION	600 points
SKULL	500 points
SCORPION	200 points

Killing the MUMMY is worth 1000 points.

Hint: Keep your cool to avoid the CHOPPING MUMMY. He chops in a pattern you can observe.

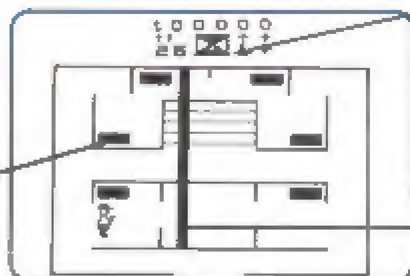
Ways to Lose Life in Screen 2

- Time runs out
- The Chopping Mummy kills you

PLAY ACTION — Screen 3
1st FLOOR inside the castle

If the cross was inside the casket you will see an additional cross token in the score display area.

There are caskets in various rooms of the castle. A cross is hidden inside one of the caskets. The exact location is randomly selected for each game.



Lightning flashes will illuminate the maze. If you don't have the LAMP lit, the screen will be dark until the lightning flashes.

The MOVING WALL can crush you to death if it runs over you.

- If you get this far into the game a new challenge awaits you. You must find your way up to the prison and rescue your friend.
- Use the JOYSTICK to move through the maze. The stationary walls of the castle are electrified! If you touch a non-moving wall you are stunned and cannot move for a moment. Travel only down the center of the hallways.
- You may touch the MOVING WALL to collect more points, but only if the wall is moving AWAY from you.
- When you touch a casket just right, you will get some treasure points, and the cross, if it is hidden inside that casket. To touch the casket place your hands on the top and edge of the casket and push the JOYSTICK down slightly — at the "sweet spot" of the casket. If you touch it right, you will hear a "creak" of the casket door opening, and see points added.
- The more caskets you open the more points you can get, but don't forget that time is running out!

Point Scoring in Screen 3

	DIFFICULTY LEVEL			
Coffin #	EASY	MEDIUM	HARD	HARDEST
1	200	300	400	800
2	1000	1500	2000	4000
3	2000	3000	4000	6000
4	100	200	200	700
5	100	200	200	800
6	4000	6000	8000	9900

When you safely touch the MOVING WALL the following points can be collected:

1. In Easy and Medium difficulty levels — 15 points per second.
2. In Hard and Hardest difficulty levels — 30 points per second.

HINT: There is only one correct end that can be opened on each casket.

Ways to Lose Life in Screen 3

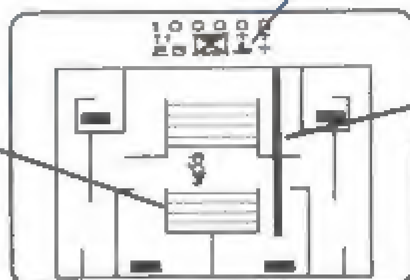
- Time runs out
- The Moving Wall crushes you

PLAY ACTION — Screen 4
2nd FLOOR inside the castle

When you get to this floor you will receive a 4000 point bonus.

Lightning flashes will illuminate the game if you don't have the LAMP lit.

Use stairway to get to next floor of castle.



Watch out for the MOVING WALL.

One cross is hidden in the caskets on this floor, randomly selected from game to game.

The more caskets you open the more points you can get, but don't forget that time is running out!

Play action is same as 1st floor, but the maze is more difficult.

Point Scoring in Screen 4

	DIFFICULTY LEVEL			
Casket #	EASY	MEDIUM	HARD	HARDEST
1	1000	1500	2000	4000
2	2000	3000	4000	6000
3	5000	7500	8500	9900
4	6000	9000	9000	9900

Ways to Lose Life in Screen 4

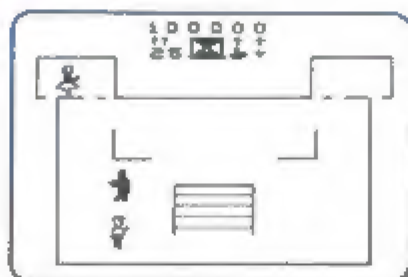
- Time runs out
- The Moving Wall crushes you

PLAY ACTION — Screen 5 TOP FLOOR of the castle — DRACULA'S PRISON

Point Scoring in Screen 5

Imprison DRACULA to get these points for each difficulty level:

EASY	50,000 points
MEDIUM	80,000 points
HARD	80,000 points
HARDEST	120,000 points



Ways to Lose Life in Screen 5
- Time runs out
- DRACULA gets you

- If you get to the top floor you will receive 4200 points bonus and an extra cross.
- If you get to this screen, you will always get a cross here to repel DRACULA. If you found the other 2 crosses in earlier screens you will have even more repellent.
- Each cross has 4 seconds of repelling time.
- DRACULA will follow you around trying to kill you. If he touches you, death will be instantaneous!
- Use your cross to repel DRACULA and try to imprison him. You repel DRACULA by getting underneath him and pressing the FIRE button. DRACULA will flicker indicating that he is being repelled. Move yourself UP the screen with the JOYSTICK to force DRACULA into either of the prisons in the top corners of the screens.
- DRACULA can only be repelled from below — not from the sides or above.
- Steer DRACULA into one of the two prisons at the left or right side of the top of the screen.
- If you repel DRACULA up the screen but not into a prison, he will disappear, but he will then return to get you.
- If you use up all your cross repelling time before imprisoning DRACULA, you will not be able to save your friend, and DRACULA will be able to kill you.
- If you succeed in imprisoning DRACULA your friend will be released. Lead your friend by walking just ahead of him (or her) to the stairway down to freedom.
- You must get your friend back down the stairway before time runs out to win the game.

GAME ENDINGS

You will lose the game because of several possibilities:

SCREEN 1 — time runs out.
SCREEN 2 — the chopping mummy kills you.
SCREEN 3 — the moving wall crushes you.
SCREEN 4 — the moving wall crushes you.
SCREEN 5 — DRACULA gets you.

In all screens, you will lose if time runs out before you get your friend to safety.

If you the lose the game the graveyard screen will show you and your friend disappearing into the ground with the sinking tombstones. A sad song of TAPS will play.

WINNING THE GAME

If you rescue your friend in time you will see the two of you remain on the screen as the tombstones sink into the ground. A merry melody will play.

You will receive extra bonus scores when you win the game. The bonus will be 10,000 points for each cross you have left, and 10,000 points for each grain of sand left in the hourglass.

To play the game again, press the GAME RESET switch or the FIRE BUTTON on the left joystick.

GOOD LUCK and HAVE FUN!

90-Day Limited Warranty

XONOX warrants to the original consumer purchaser of this XONOX video game cartridge that it will be free from defects in materials and workmanship for 90 days from the date of purchase. If this cartridge is discovered to be defective within the warranty period, XONOX, at its option, will repair or replace this cartridge free of charge upon receipt of the cartridge (postage paid), a completed XONOX warranty registration card (if not previously mailed) and proof of date of purchase. The cartridge, the warranty card and the proof of purchase should all be sent to the address nearest you, as shown on the back of the package.

This warranty is limited to electronic and mechanical parts contained within the cartridge. It is not applicable to normal wear and tear and is not applicable and shall be void if the defect has arisen through or the cartridge shows signs of misuse, excessive wear, modifications or tampering.

This warranty is in lieu of all other express warranties or representations. Any applicable implied warranties, including warranties of merchantability and fitness are limited to a period of 90 days from the date of purchase. XONOX is not liable for any special, incidental or consequential damages resulting from breach of any express or implied warranties on this cartridge.